



CREATING 3D ENVIRONMENTS

Blender Materials

Chapter 3 – Part 9

- Blending two textures
- Using color ramp for mixing
- Add bump effect

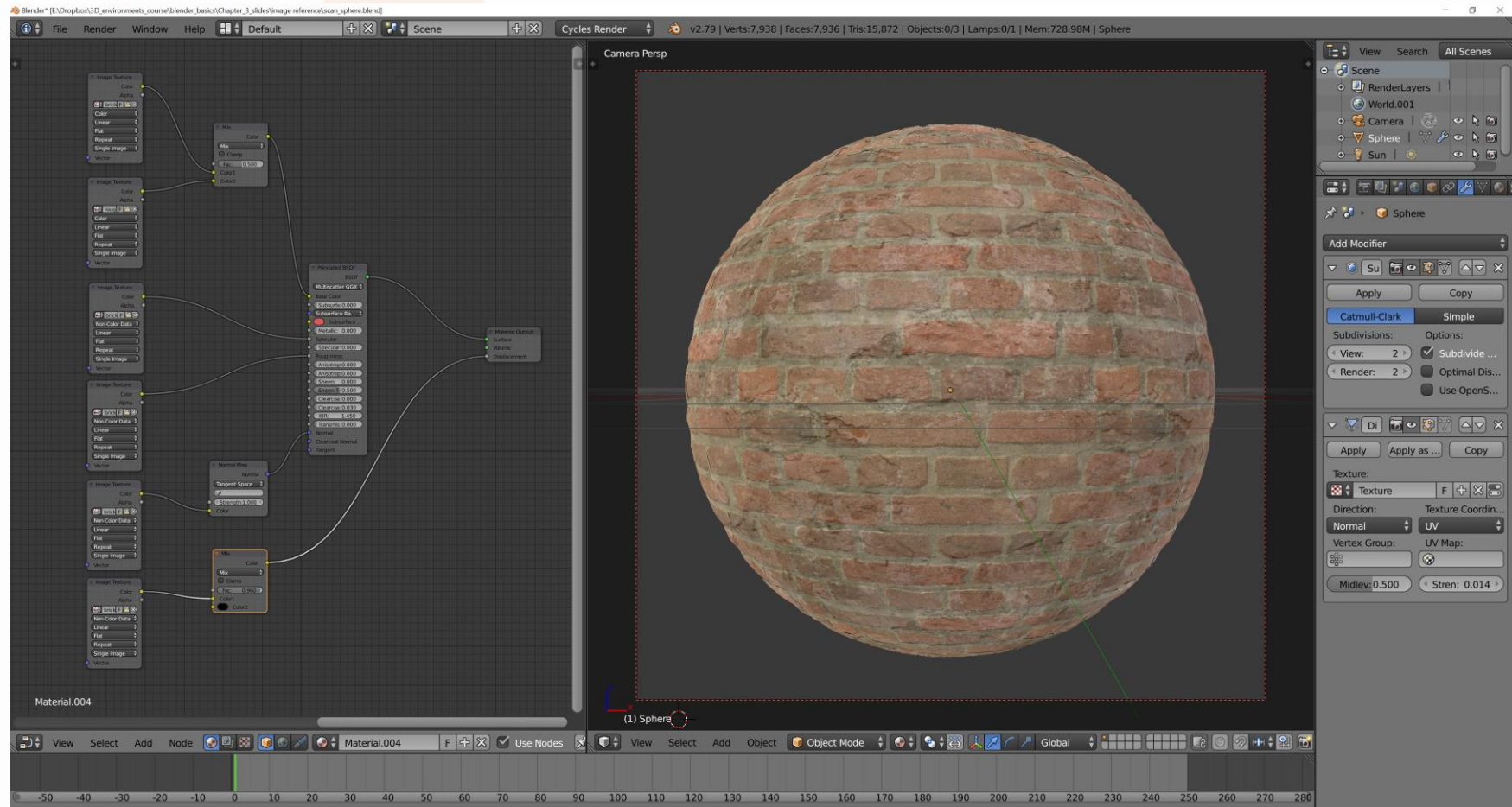


Advance material setup



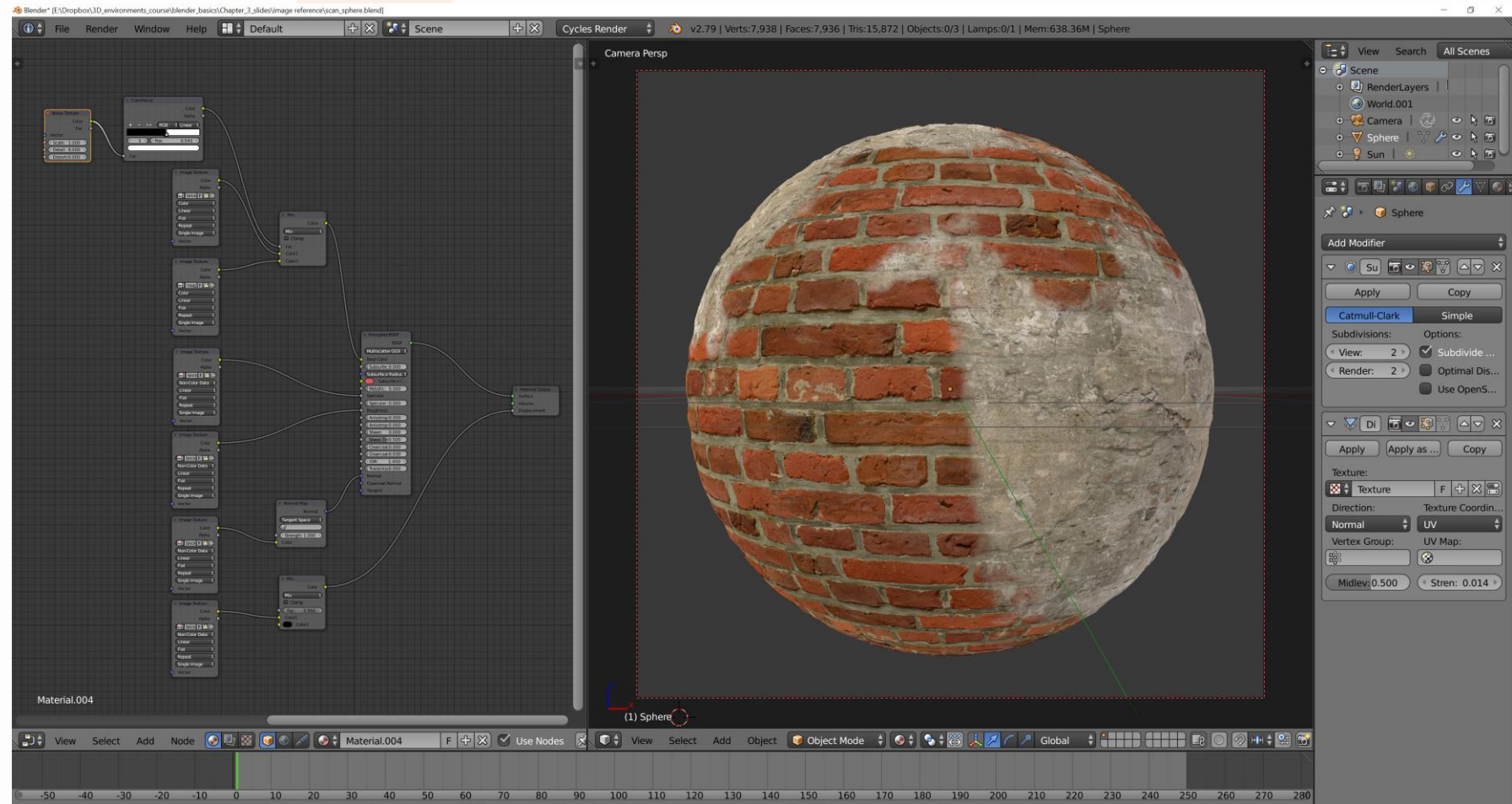
Transform your material in a realistic looking surface

Blending two textures



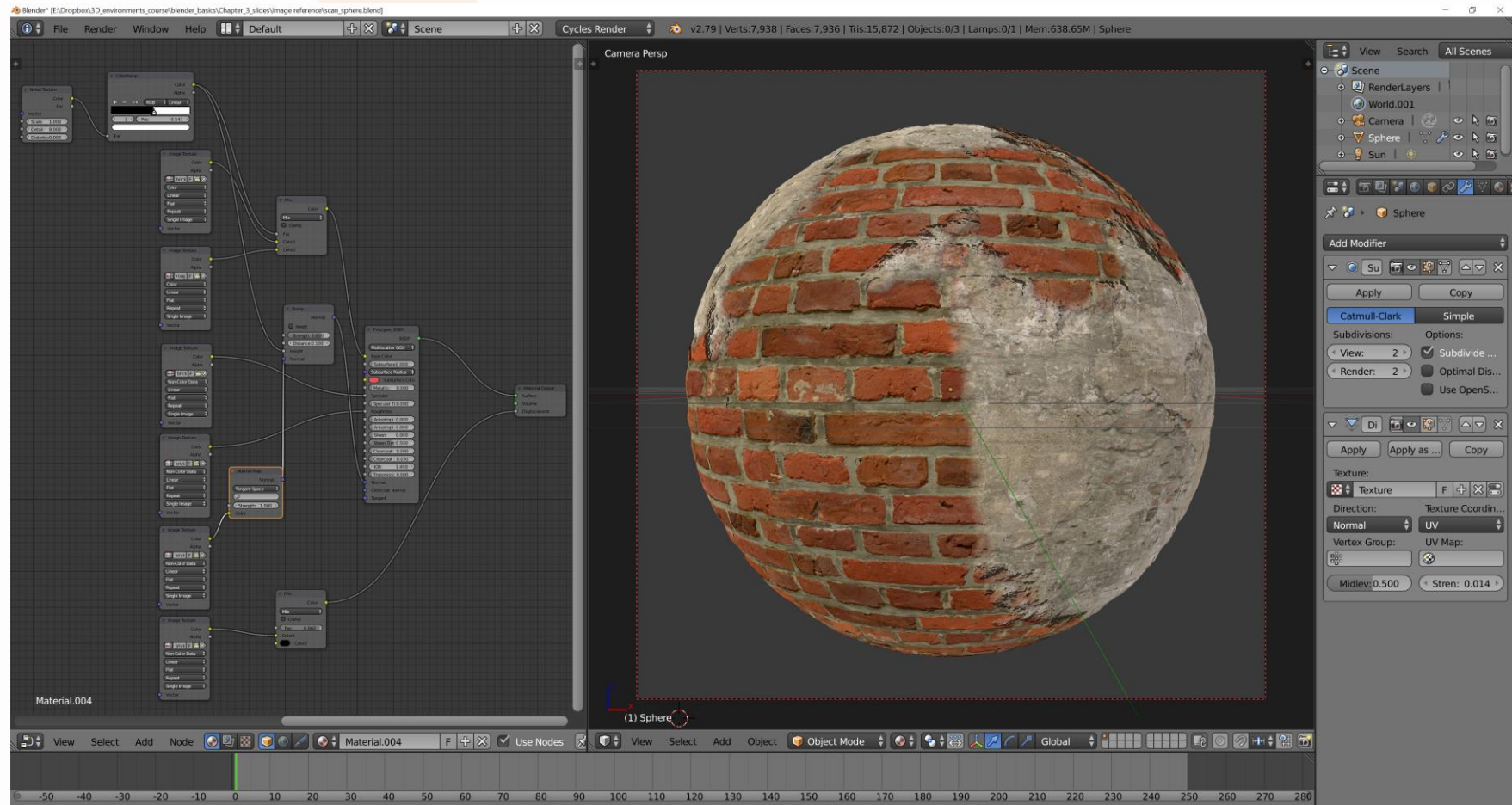
Add a new texture and use a mix node to combine these together

Blending two textures (2)



Use a noise texture and color ramp to make a nice looking texture mix.

Blending two textures (3)



Use the bump node to get a rough looking result. Use the invert checkbox if the bump is inverted